

```
1 #include "PlaceableActor.h"
2
3 class Money : public PlaceableActor
4 {
5 public:
6     Money(int x, int y, int worth);
7
8     int GetWorth() const { return m_worth; }
9
10    virtual ActorType GetType() override { return ActorType::Money; }
11    virtual void Draw() override;
12
13 private:
14     int m_worth;
15
16 };
```